

FREE! PANINI SONIC STICKERS!



Sonic the comic

starring

SONIC
THE HEDGEHOG



ROBOT- NICKED!

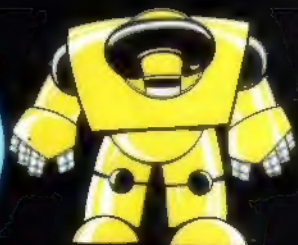
**EVIL DICTATOR GOES STIR
CRAZY — INSIDE!**

**NEW TAILS STORY BEGINS
THIS ISSUE!**

SONIC
STICKERS
COME
UNGLUED?
CHECK WITH
YOUR
NEWSAGENT
RIGHT AWAY!



CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Oh, um...sorry, didn't see you arrive. I've been playing my brilliant new **Sega Multi-Mega**. What an ace piece of kit! I like it so much I've had it grafted onto my body. Only trouble is when those lazy humes want to play a Mega Drive or Mega CD game I'm carried off to the nearest power socket and plugged in! Sigh. The perils of being such a useful droid. Okay, listen up. There's a lot to get through.

STICKERS PART 1

Got your free starter pack of **Panini Sonic Stickers**? Great. These will go in the special album you received free with the last issue of **STC**. To collect the rest of the set look out for the packs of **Sonic Stickers** available at most newsagents and shops.

STICKERS PART 2

If you can't get enough of stickers, have I got a treat for you. Starting next issue **STC** presents **Sonic The Stickers**, five (count 'em) sets of brand-new stickers (designed to, um, stick just about anywhere) exclusively for you Boomers. There'll be one set given away free with each issue from 36 to 40. Get those regular orders in now!

TAILS FLIES AGAIN

Tails starts a brand-new story in this issue - **Zonerunner and The Flock**. Who or what are The Flock? You'll find that out next issue, but for now enjoy a new adventure starring Britain's favourite twin-tailed fox!

CHAMPION NEWS

The Champs are comin' back! You heard right, **The Eternal Champions**, stars of game, **STC** strip and their own Special are limbering up for a new series beginning in **STC 37**. Move the furniture, roll up the carpets and stand by for action!

I hear my Multi-Mega calling, Boomers. Time for another bash at **Jurassic Park** (why does the T Rex remind me of **STC's** editor?). Pity the Multi-Mega is so pricey. Still, might be an idea to start dropping hints for Christmas now!

Megadroid

BOOMERWATCH

WANTED: BOOMERS FOR PRIZE EVASION!

The names on this list are wanted Boomers - wanted so that we can give them the prizes they have won for having letters or drawings printed in **STC**. For reasons best known to themselves they forgot to include their names and/or full addresses on their contributions.

Sonic Badge Winners

John Mulcreavy, Birmingham.
Doctor Robotnik picture: **STC 4**.
Andi Roberts, Altrincham, Cheshire.
Game Gear Heroes picture: **STC 4**.

Tomy Sonic Water Fun Game Winners

Amenda, Marble Arch, London.
Letter: **STC 14**.
Unknown Boomer (AKA 'Doctor Robotnik'! No address).
Letter: **STC 16**.
Unknown Boomer (No details).
Decap Attack picture: **STC 20**.
Danielle Northey, Plymouth, Devon.
Picture: **STC 21**.
Sarah Payne, Llanishen, Cardiff.
Sonic Goalkeeper picture: **STC 26**.
Ross Shannon, Maughold, Isle of Man.
Letter: **STC 26**.
Unknown Boomer (AKA 'Delphin Langeroon'. No address).
Letter: **STC 28**.
Luke Burgess, Weston-Super-Mare.
Sonic football picture: **STC 29**.
Nicole Claxton, Hants.
Looney Tunes Bunny picture: **STC 29**.
Neil Fisher, Widnes, Cheshire.
Sonic football picture: **STC 29**.
Adrian Simmons, Kettering, Northants.
Sonic pic: **STC 29**.
Gary Williams, Margate, Kent.
Sonic football picture: **STC 29**.

If you are one of these Boomers - or know any of them - write now to:

Boomerwatch,
Sonic The Comic,
25-31 Tavistock Place,
London WC1H 9SU.

All communications will be treated in confidence. Only cheats and saddos will be ruthlessly exposed.

The Sega Charts

All the chart action for all the Sega systems - in every issue of **STC**.



MEGA DRIVE

- 1 — FIFA INTERNATIONAL SOCCER
- 2 — FANTASTIC ADVENTURES OF DIZZY
- 3 — STREETS OF RAGE 3
- 4 — PETE SAMPRAS TENNIS
- 5 — PGA EUROPEAN TOUR GOLF
- 6 — SONIC THE HEDGEHOG 3
- 7 — ZOO/ JAMES POND 3
- 8 — TERMINATOR 2
- 9 — THE CHAOS ENGINE
- 10 — CHUCK ROCK

MEGA-CD

- 1 — FIFA INTERNATIONAL SOCCER
- 2 — TOMCAT ALLEY
- 3 — SONIC CD
- 4 — GROUND ZERO TEXAS
- 5 — SILPHEED
- 6 — WOLFCHILD
- 7 — ROAD AVENGER
- 8 — SENSIBLE SOCCER
- 9 — MICROCOSM
- 10 — DOUBLE SWITCH

MASTER SYSTEM

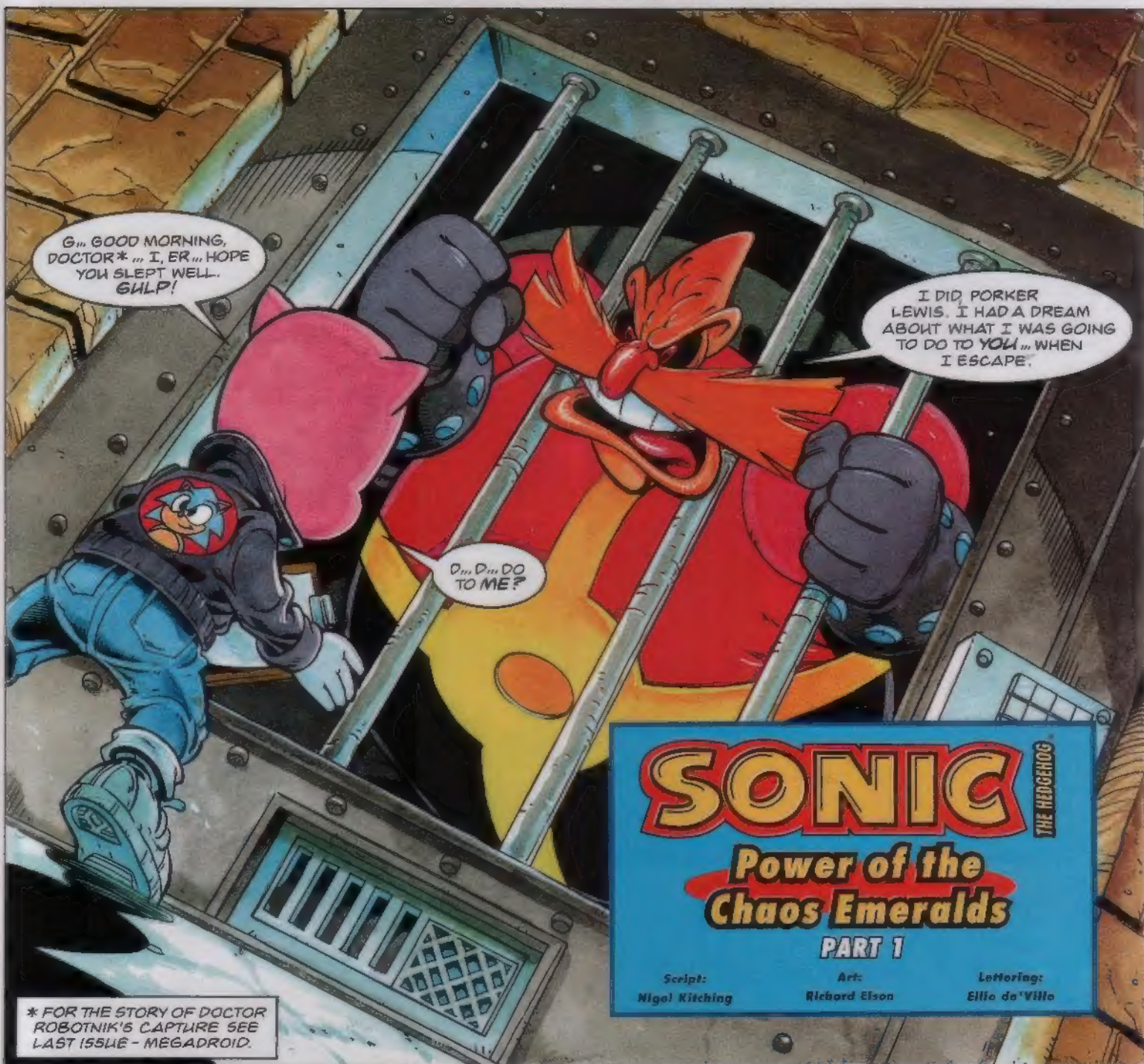
- 1 — JUNGLE BOOK
- 2 — SONIC CHAOS
- 3 — TERMINATOR 2
- 4 — MICKEY MOUSE 2
- 5 — RESCUE MISSION
- 6 — SPEED BALL
- 7 — TAZ-MANIA
- 8 — KENON 2
- 9 — PREDATOR 2
- 10 — THE NINJA

GAME GEAR

- 1 — GEORGE FOREMAN'S BOXING
- 2 — JUNGLE BOOK
- 3 — SPACE HARRIER
- 4 — WORLD CUP USA '94
- 5 — THE SIMPSONS
- 6 — NICK & JACK: GLOBAL GLADIATORS
- 7 — CHUCK ROCK
- 8 — MICRO MACHINES
- 9 — STAR WARS
- 10 — THE ADDAMS FAMILY

- Managing Editor: Richard Barton
- Co-Editor: Deborah Tate
- Designer: Gary Knight
- Covers: Richard Eason
- Special Thanks to: Audrey Wong
- Publisher: Rob McMenamy

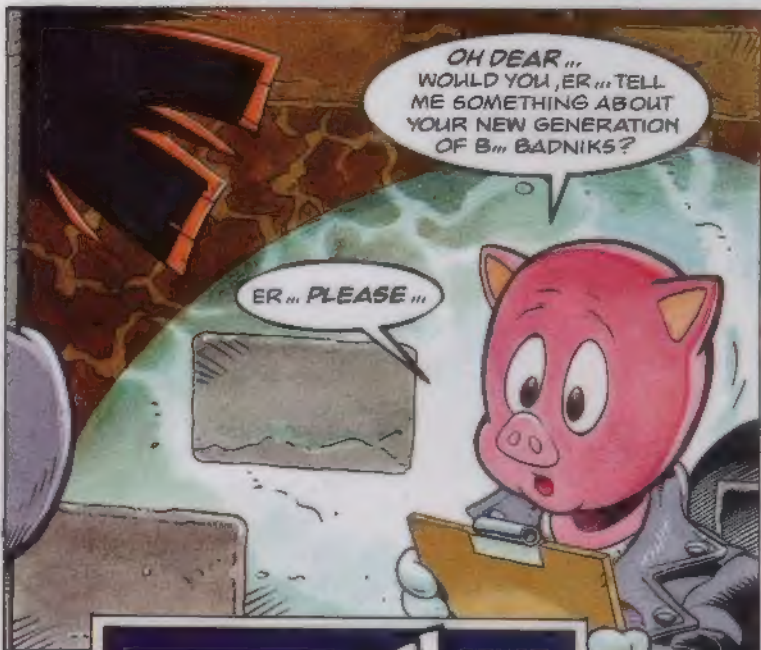
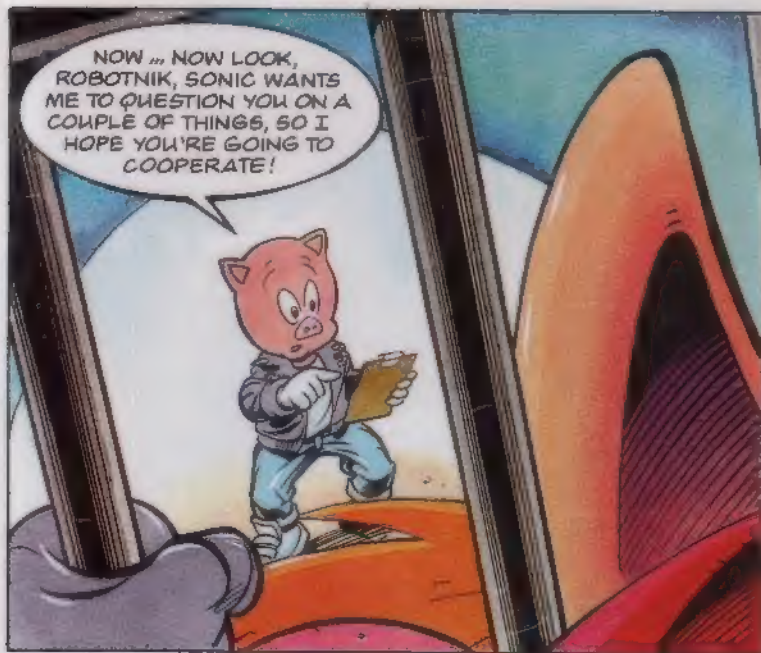
Published every other Saturday by Fleetway Editors Ltd., 25/31 Tavistock Place, London WC1H 9SU. Tel: 071 384 6100. *Sonic The Comic* must not be sold for more than the selling price shown on the cover. Printed in Britain by William Gibbons & Sons Ltd., Wiltshire. *Walt Disney* covers printed by Spencewood Galleries, Preston Ltd., Colchester. Digitisation by David Brown Graphics Ltd., London. Copyright © Fleetway Editors Ltd., 1994. Copyright © Sega Enterprises Ltd. Licensed by Copyright Promotions Ltd. Master system copyright © Electronic Arts Ltd., 1994. Reproductions without permission strictly prohibited. Circulation/trade enquiries: Gemini Magazines Marketing, Tamworth Road, West Dryden, Hids. MK7 7DE. Tel: 0895 490055. Production: Terence Nagayama. Advertising: Tom Glavier. Tel: 071 384 6110. ISSN 0969 3941.



SONIC THE HEDGEHOG
Power of the Chaos Emeralds
PART 1

Script: Nigel Kitching Art: Richard Elson Lettering: Elia de'Villio

* FOR THE STORY OF DOCTOR ROBOTNIK'S CAPTURE SEE LAST ISSUE - MEGADROID.





DON'T WORRY, DOCTOR, I'M HERE TO SAVE YOU FROM THE EVIL SONIC!*

OH NO... IT'S KNUCKLES!

* DOCTOR ROBOTNIK HAS CONVINCED KNUCKLES THAT SONIC IS THE HATED VILLAIN OF MOBIUS - MEGADROID.

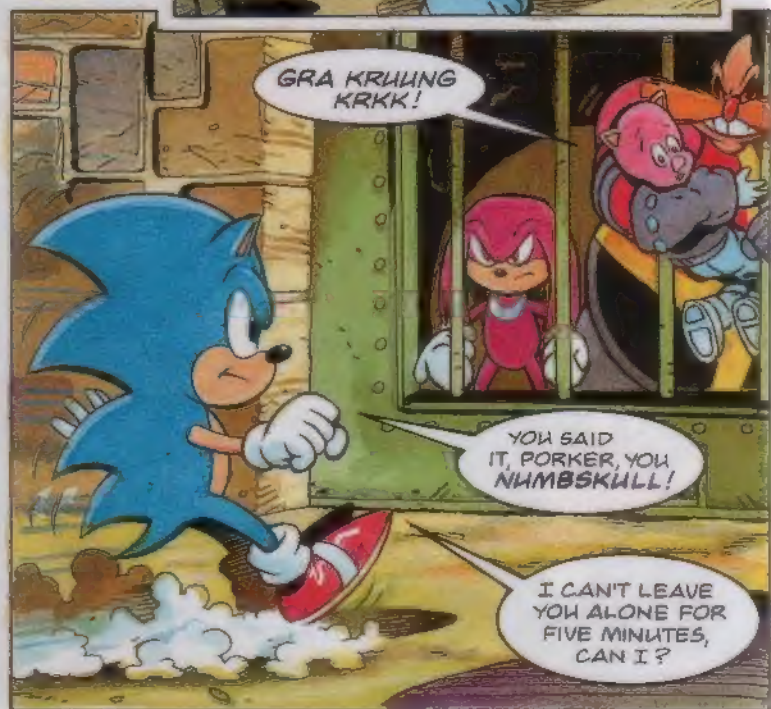


SONIC... SONIC, COME QUICKLY!



SOUNDS LIKE PORKER'S IN TROUBLE!

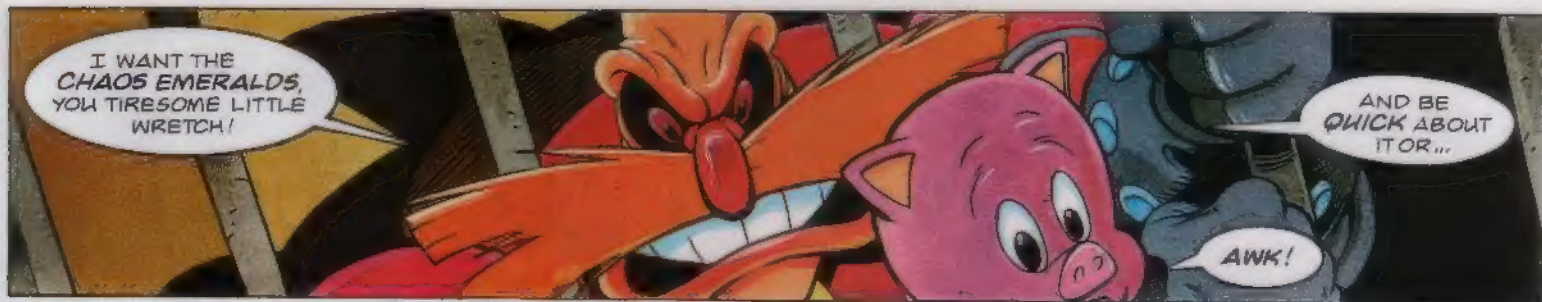
WOULDN'T BE THE FIRST TIME...

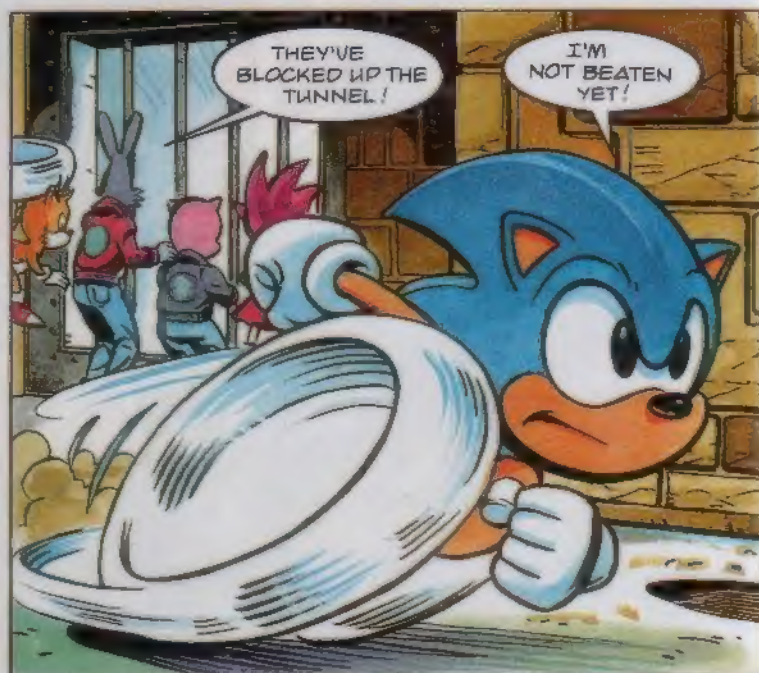


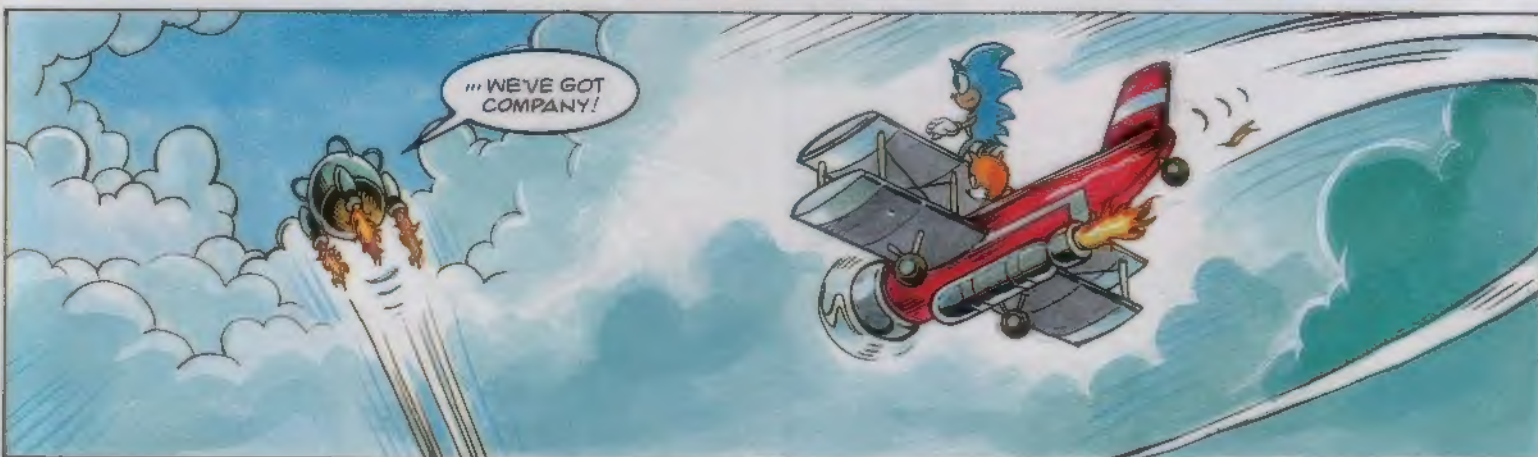
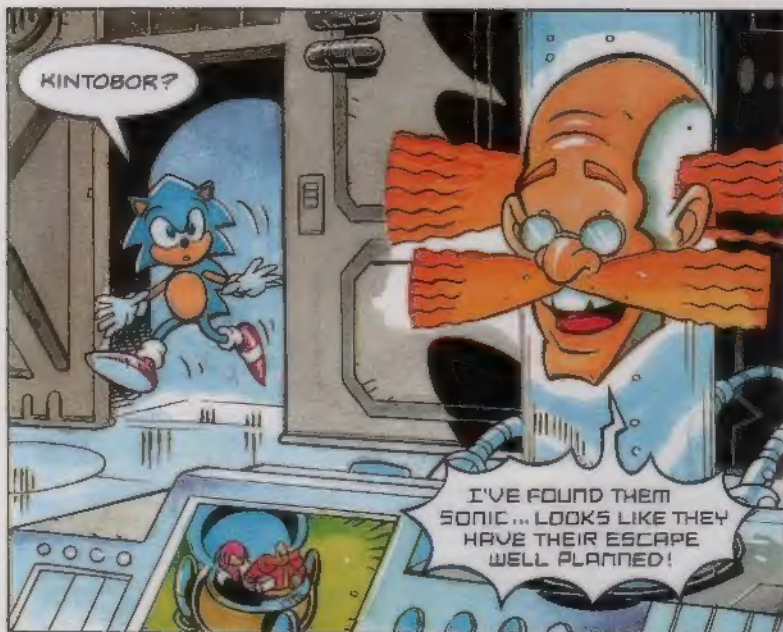
GRA KRUUNG KRRK!

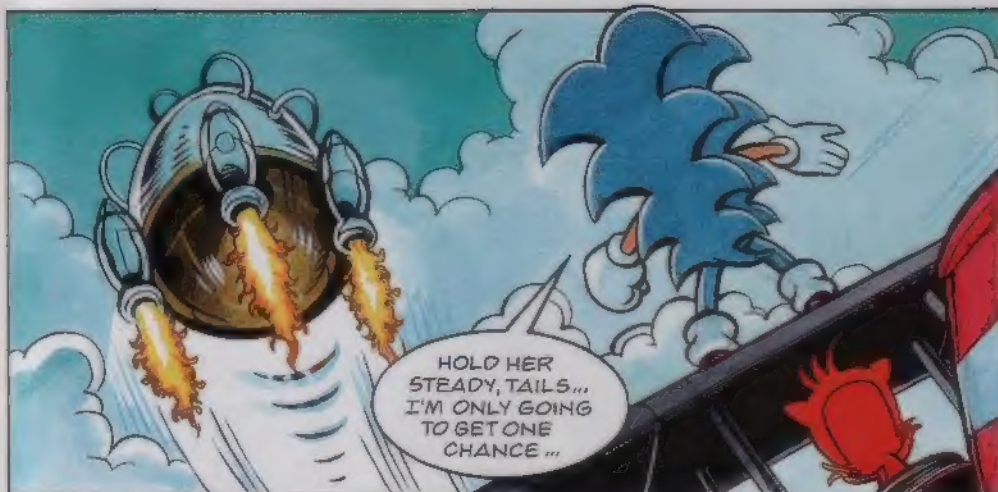
YOU SAID IT, PORKER, YOU NUMBSKULL!

I CAN'T LEAVE YOU ALONE FOR FIVE MINUTES, CAN I?









NEXT ISSUE: SONIC MEETS HIS MATCH?

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. Reviewers this issue: David Gibbon & Vincent Low.

HARDBALL



game type: **SPORTS SIMULATION**
1-2 PLAYERS



Mega Drive



Mega CD



Master System



Game Gear

STC Rating System

under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
over 90% = Mega City

Video games publishers must all be psychic, because as soon as one publisher releases a certain type of game, you can bet another dozen will appear as if by magic. *RBI Baseball* was recently released and, hey presto, another one in the form of *Hardball '94* appears from Accolade. For some unknown reason, Time Warner Interactive (formerly Tengen) and Accolade were under the assumption that folk in the U.K. enjoy baseball. However, in reality only a small minority of people from this side of the pond follow the game.

Like *RBI Baseball*, *Hardball '94* features plenty of statistics and options, from playing a single exhibition match to a full blown 162-game baseball season. Most of the obvious things are here from a baseball game — ie, 28 Major League ball-parks (stadiums to me and thee!), 700 real-life players (which includes their pictures) and the new 1994 realignment structure (whatever that means?).

The graphics are nicely drawn, but the animation doesn't live up to the rotoscoped players featured in *RBI Baseball*. The game seems to be quite competent but, unfortunately, it falls short in the most important area — gameplay. Baseball doesn't feature much in the way of gameplay as it mainly consists of hitting a ball with a bat, but when you get this wrong there's actually not much left. This is the main problem with *Hardball '94*; it is possible to hit the ball, but you don't have any control on its direction. Therefore, more often than not the ball ends up in a fielder's hands.

For those who are looking for a decent Baseball game, *RBI* is undoubtedly the better of the two. If Accolade had released *Hardball* prior to *RBI* I may have recommended it, but as it is, Time Warner have produced a much better baseball simulation. - DG



FAST FAX

PUBLISHER	PRICE
ACCOLADE	£44.99

GRAPHICS

81

SOUND

68

PLAYABILITY

69

RAVES	GRAVES
Good view of the playing area.	Not as playable as its rival, <i>RBI Baseball</i> .

OVERALL

73%

TAZ 2

game type: **PLATFORM**
1 PLAYER



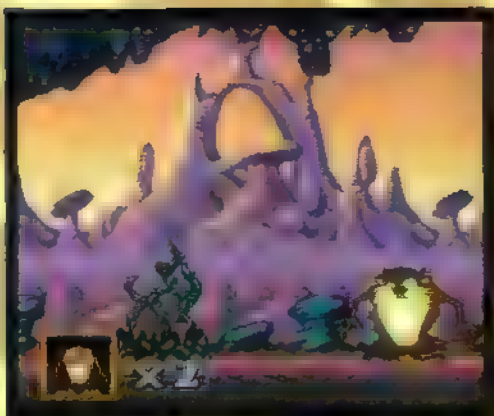
ESCAPE FROM MARS



Good old Taz is back with a vengeance! The original Taz was released over a year ago and was a great game with superb presentation, good sound and bouncy gameplay. Taz 2 is called *Escape from Mars* and follows closely in the steps of the original.

Marvin the Martian has found a book on rare Earth creatures and happens to take a liking to Taz. So he beams him up from Earth into his ship and then drops him off on various parts of Mars. Taz has to find his way through each terrain, taking out the nasties and finding the exit to fight the inevitable boss.

Each stage is littered with a mixture of aliens and tricky terrain. There are some nice touches like spinning through the ground and Taz growing to three times his already large size. As controller, you have to break through walls, spin out bouncing eyeballs and ram almost everything in sight. There are extra power-ups along the way in the form of food for your life gauge, a box of rocks to spit, and a gas canister that allows you to become a



walking flame thrower. As with the first Taz you have to avoid the bombs or they blow you up taking away precious life energy. With Taz being so large the play area nasties more often than not bump into you and you can't avoid them whilst spinning at speed.

The graphics in Taz 2: Escape From Mars are good and the sound is adequate. Unfortunately, however, the controls can be frustrating and the gameplay is very limited and offers little that is new. - VL



THE INCREDIBLE HULK

game type: PLATFORM
1 PLAYER



The Incredible Hulk was originally an American comic-strip which was later made into a TV series in the '70s. Since you Boomers are too young to remember here's the plot ... Scientist called Dr Bruce Banner has been exposed to a gamma-ray blast. As a result, every time he becomes angry his shirt rips open, his body turns green and he becomes incredibly strong.

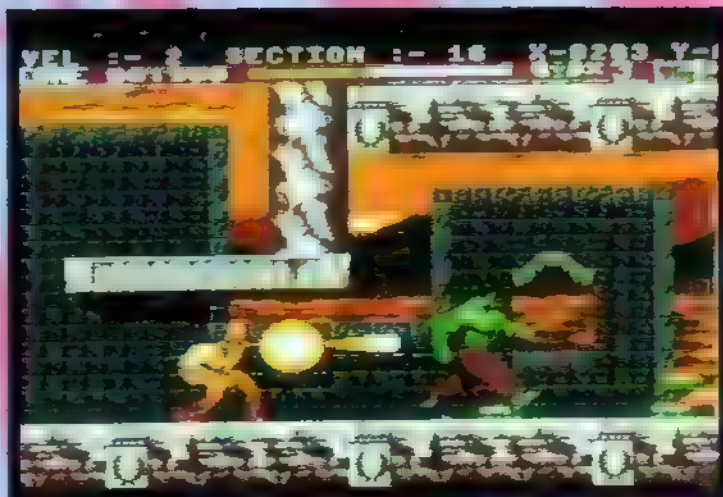
In the game you take control of the Hulk and attempt to get through the five massive levels and defeat the Hulk's greatest enemies — Tyrannus, Absorbing Man, The Abomination and The Rhino — together with their armies of baddies.

The levels in The Incredible Hulk contain rooms and hidden passages ready to explore which become more interactive as you go along. There are switches to open walls, barriers to break and other objects which can be used to your advantage. In the role of the Hulk you even get to smash up cars, buildings and throw objects such as telephone boxes!

The gameplay matches the graphics in terms of quality. When it comes to a one-to-one battle with a baddie, it plays more like a Streetfighter 2 fight than the average platformer where all you do is press fire to kill an opponent. Difficulty levels allow the game to be set for experienced or novice players and you have a maximum of nine lives. There are certain areas which are too small for the Hulk to get through, so you have the option to revert back to Dr Banner. If however, he gets attacked, the Hulk reappears before your very eyes and this transformation features even more wonderful animation.

As well as being able to kick, punch, jump and pick things up, you can also grab, headbutt, throw or drop the baddies! When the Hulk achieves enough power you get to perform some special moves, such as stamping on the enemies head, shoulder charging at speed, and crushing the opposition into a small ball!

The Incredible Hulk is overflowing with features; the amount of moves the character is able to perform, together with the great interaction and superb graphics make this the most fun, challenging, and addictive platformer of the year. - DG



MUTANT LEAGUE

Bring Me The Head of Coach Briikka PART 5

SCRIPT: Steve White/
Simon Williams

ART: Anthony Williams/
Simon Williams

LETTERING: Tom Frame

WELCOME BACK! WELL, BONES JACKSON AND THE MIDWAY MONSTERS SEEM TO HAVE HIT A SNAG IN THEIR BID TO RECOVER THE STOLEN HEAD OF THEIR VERY OWN COACH BRIKKA, RIGHT BOB?

ABSOLUTELY
CHUCK! K.T. SLAYER HAS ACTUALLY BUCKED THE ODDS AND SUCCEEDED IN BEATING THE HEROES AND GETTING THE COACH'S HEAD TO TOXICON HQ!

WHERE, UNLESS I MISS MY GUESS, ZALGOR PRIGG IS ABOUT TO SPRING A SURPRISE DOUBLECROSS OF HIS OWN! PLAAAY BALL!

AT LAST BRIKKA'S HEAD IS MINE! WITH HIS TACTICAL KNOWLEDGE AND SKILL, MY NEW TEAM WILL BE... WILL BE... WELL, INVINCIBLE!

NOT TO MENTION THE BEAUTEOUS BRENDA BRIKKA! WITH HER AS MY BRIDE I'LL BE SITTING PRETTY, KING OF THE HILL, NUMERO UNO, CAPO DE TUTE CAPO

HEY! WAIT UP, SQUID FER BRAINS! I GET TO MARRY BRENDA - THAT WAS THE DEAL! ME! NOT YOU! ME! ME! ME!





CHANGE OF PLAN
TROLL-BREATH!

BWA-HA-HA!

SLAMM!



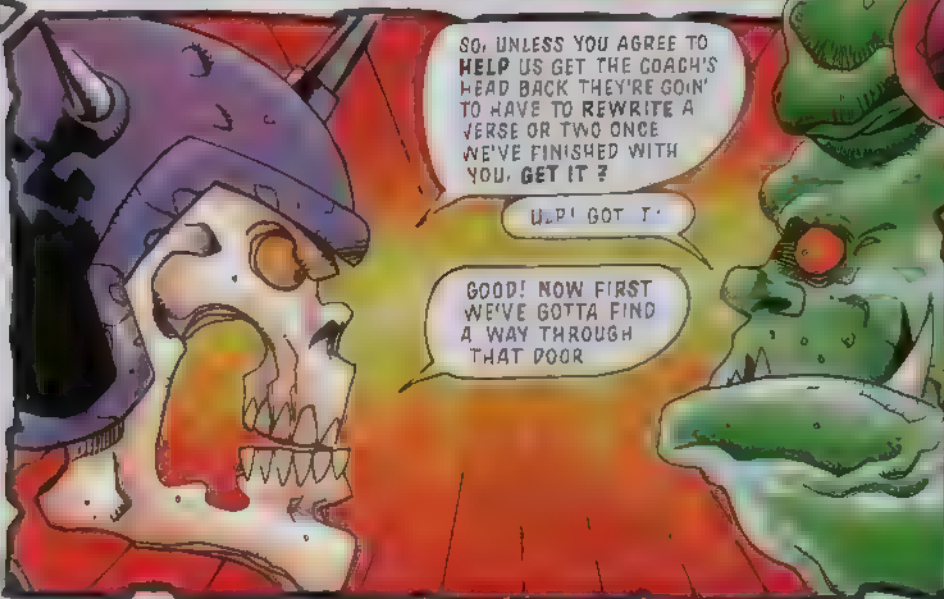
I'LL GET YOU FOR THIS
YOU BACK-STABBIN',
DOUBLE-DEALIN', SLIMEY,
SKUNK SUCKIN' SCUMBALL!



TOUGH BREAK KT LISTEN, GOT AN IDEA YOU
MIGHT LIKE

YOU KNOW THAT OLD SONG? THE
ONE ABOUT THE LEG BONE BEIN' CONNECTED TO
THE HIP BONE, THE HIP BONE CONNECTED TO THE
BACK BONE?

UH YEAH
SO WHAT?



SO, UNLESS YOU AGREE TO
HELP US GET THE COACH'S
HEAD BACK THEY'RE GOIN'
TO HAVE TO REWRITE A
VERSE OR TWO ONCE
WE'VE FINISHED WITH
YOU. GET IT?

UHP! GOT IT.

GOOD! NOW FIRST
WE'VE GOTTA FIND
A WAY THROUGH
THAT DOOR



NO SWEAT! LIKE
A DIAMOND, EVEN
THE TOUGHEST DOOR
HAS A WEAK SPOT
ALL WE NEED IS A
FOOTBALL!



OR SOME
SIMILAR
OBJECT

OH, HEY GUYS! YOU DON'T MEAN...
YOU CAN'T BE SERIOUS...



THERE
HAS TO BE
ANOTHER WAY!
GUU-UUUYS!

HOLD STILL, YA
BIG SISSY! IT WON'T
HURT A B.T!
HEH' HEH'

PUUUNT!

YEEOOOWCHH!

OKAY SO
I'D, SUE ME



KLUUNNNNG!

WHAT'S THAT NOISE?
SURELY THOSE LUNKHEADS
AREN'T STILL TRYING TO
BREACH MY IMPREGNABLE
FORTRESS?

OH,
HEAVEN
FORFEND.



KRWWAM!

IMPOSSIBLE!

INDUBITABLY.

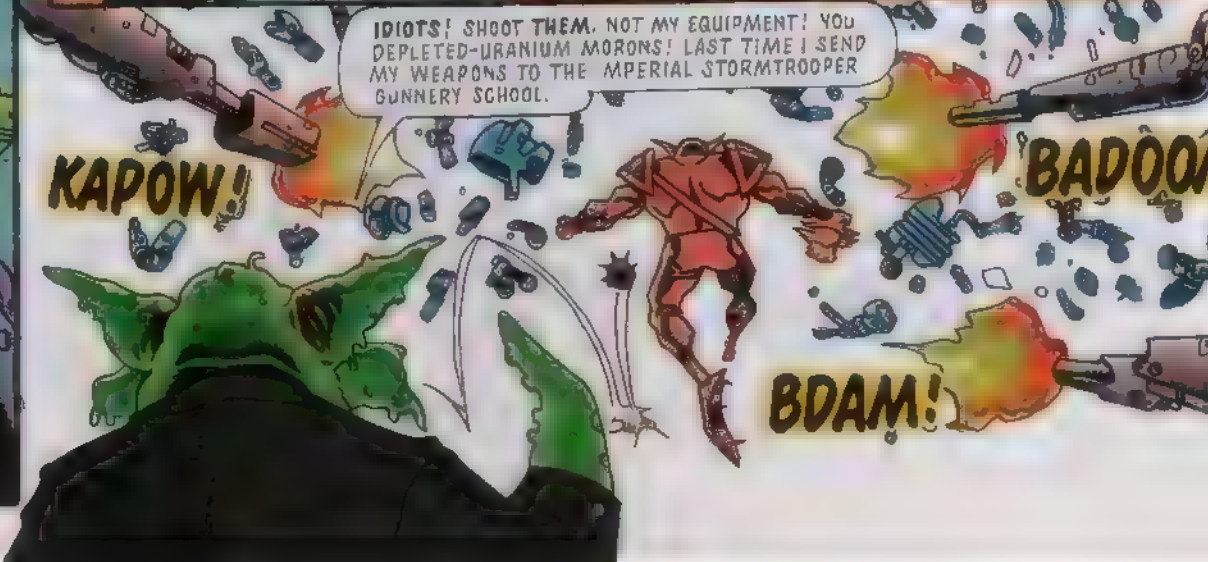
GLUGGENBLAKKENGARGLEARGGLESURP!



'SCUSE ME, COMIN' THROUGH!
COME TO POPPA, COACH!

WAK!

AUTO DEFENCES ON LINE!
NOW! IMMEDIATELY!
AT ONCE. NN0000WW!



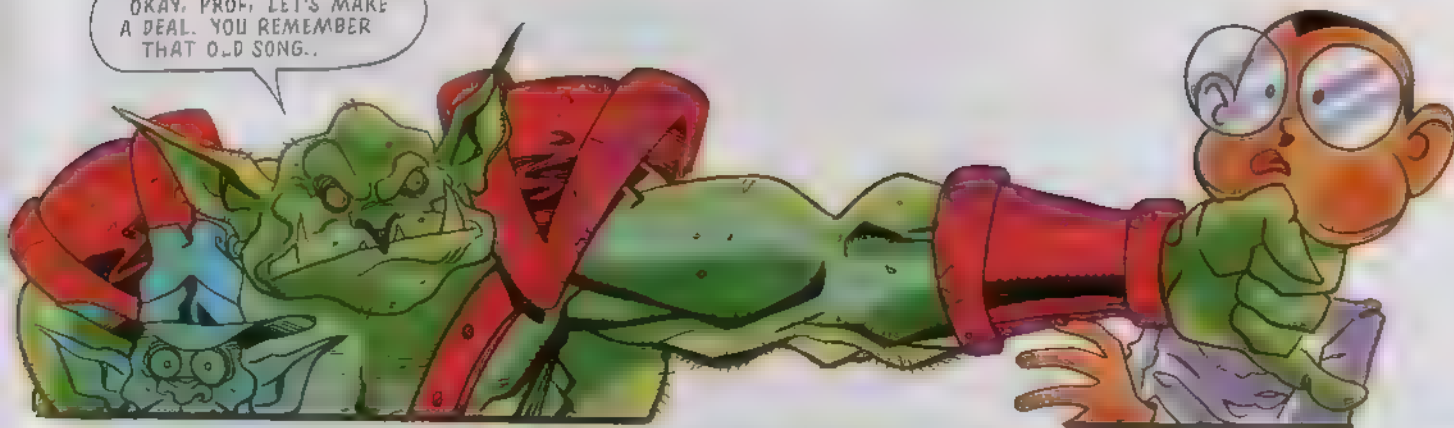
IDIOTS! SHOOT THEM. NOT MY EQUIPMENT! YOU
DEPLETED-URANIUM MORONS! LAST TIME I SEND
MY WEAPONS TO THE IMPERIAL STORMTROOPER
GUNNERY SCHOOL.

KAPOW!

BADOO!

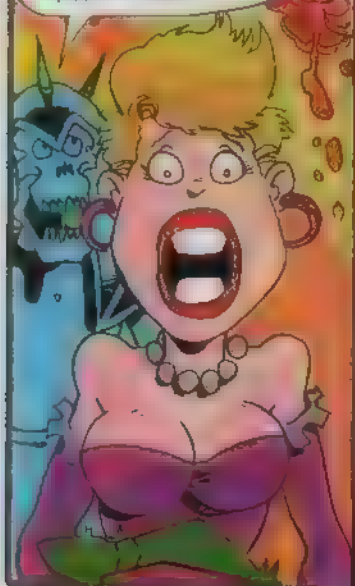
BDAM!

OKAY, PROF. LET'S MAKE
A DEAL. YOU REMEMBER
THAT OLD SONG..

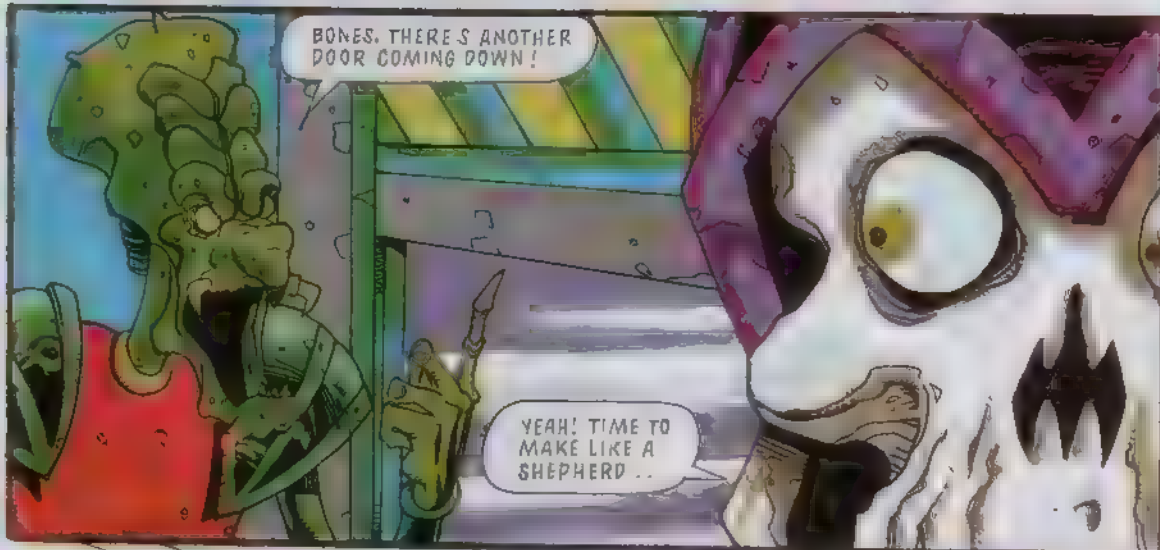


K.T. SLAYER'S GOT
DADDY'S HEAD AGAIN!

WE'LL DEAL WITH KT
LATER. RIGHT NOW
WE'VE GOT TO GET OUT
OF HERE BEFORE THESE
AUTO-GUNS REMEMBER
HOW TO AIM

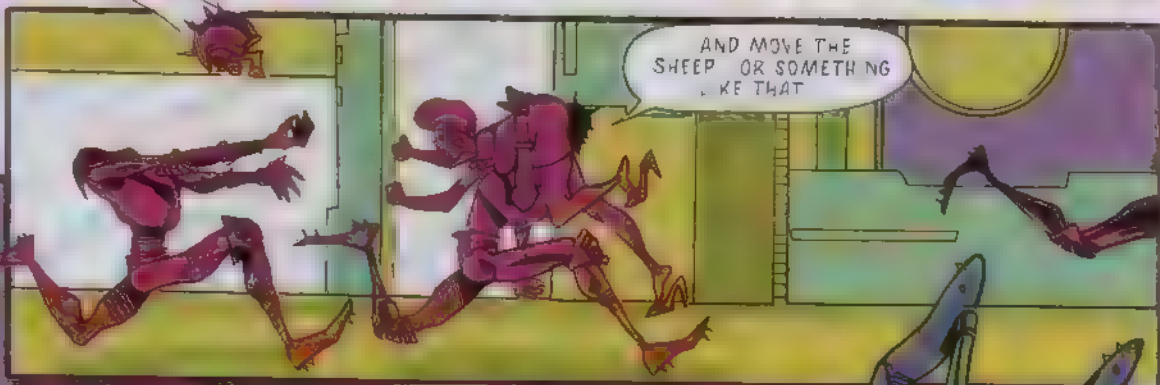


BONES. THERE'S ANOTHER
DOOR COMING DOWN!



YEAH! TIME TO
MAKE LIKE A
SHEPHERD...

AND MOVE THE
SHEEP OR SOMETHING
LIKE THAT

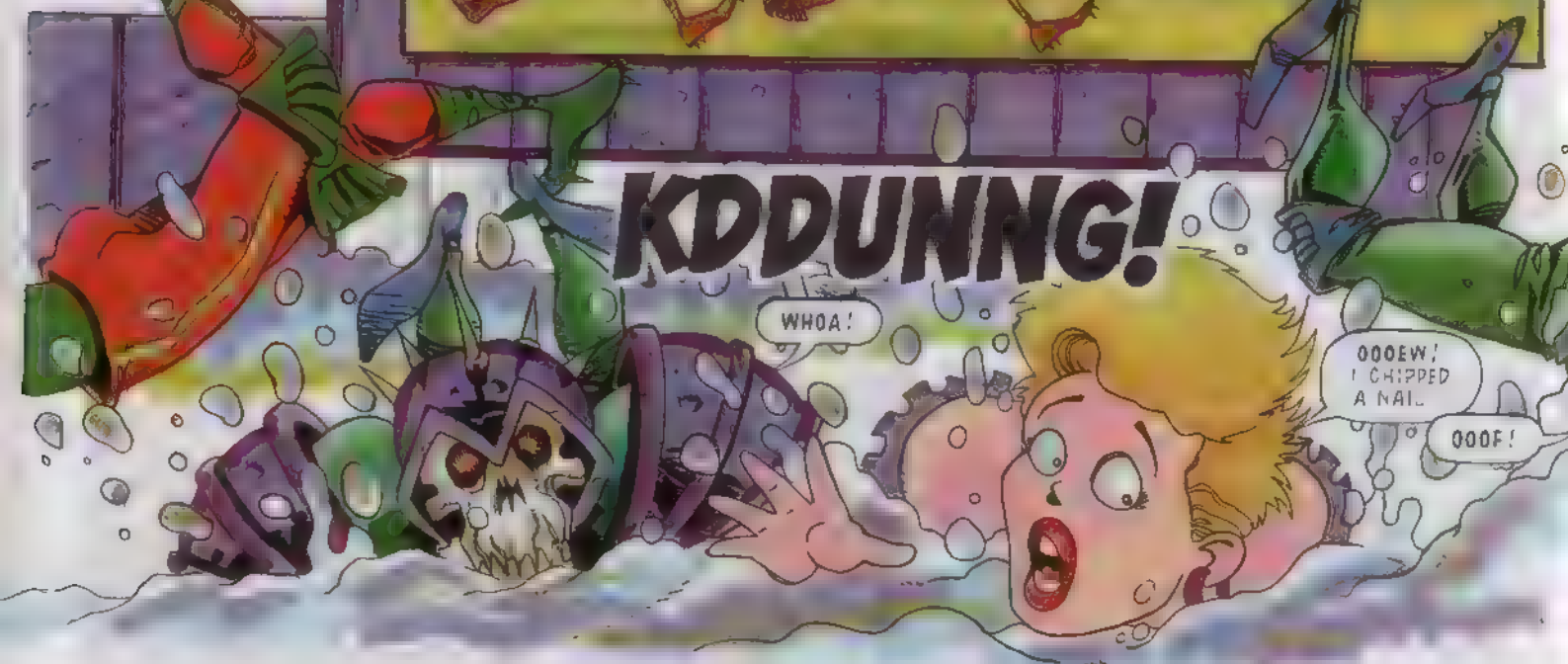


KDDUNNG!

WHOA!

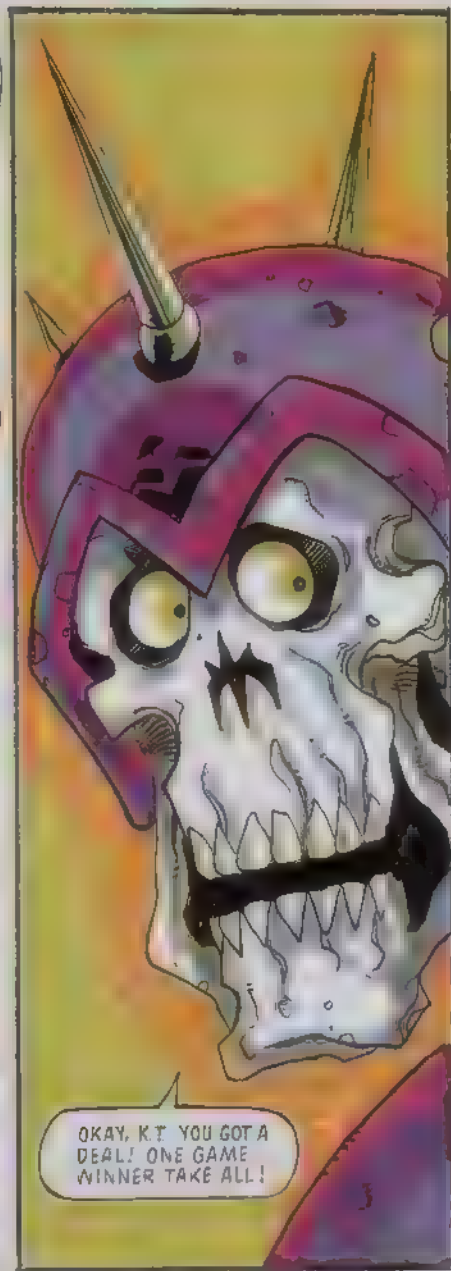
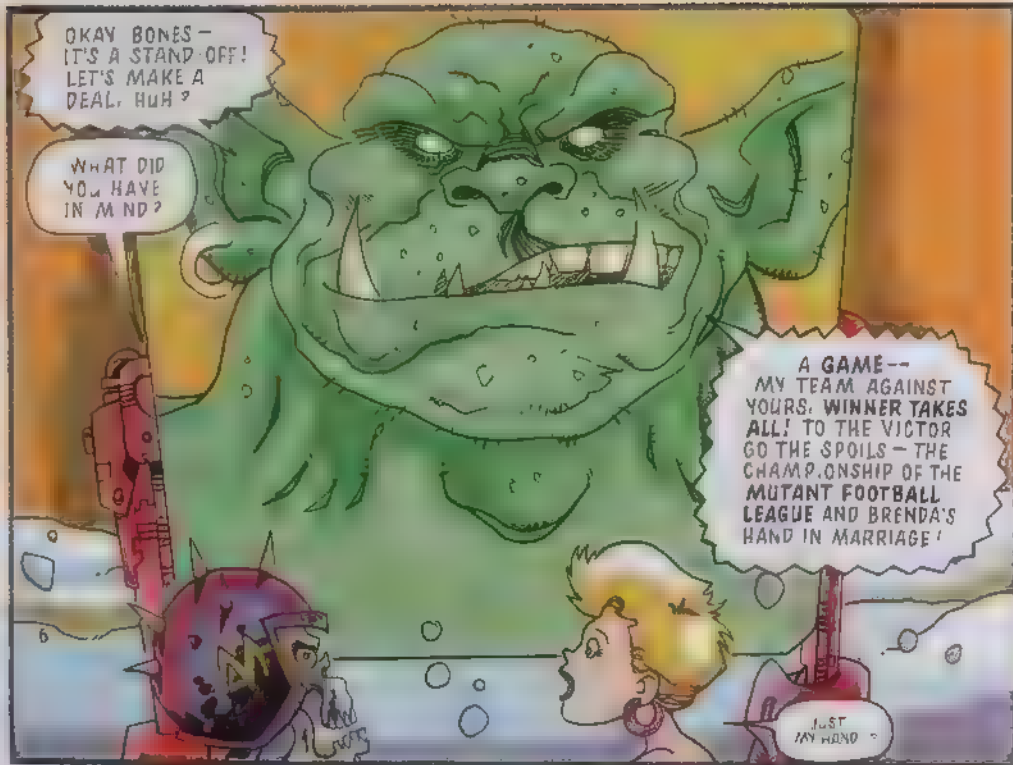
OOOEW!
I CHIPPED
A NAIL

OOOF!





HEY! LOOK OUT!
WHERE'S THAT
SCREEN COMIN'
FROM?



NEWS Zone

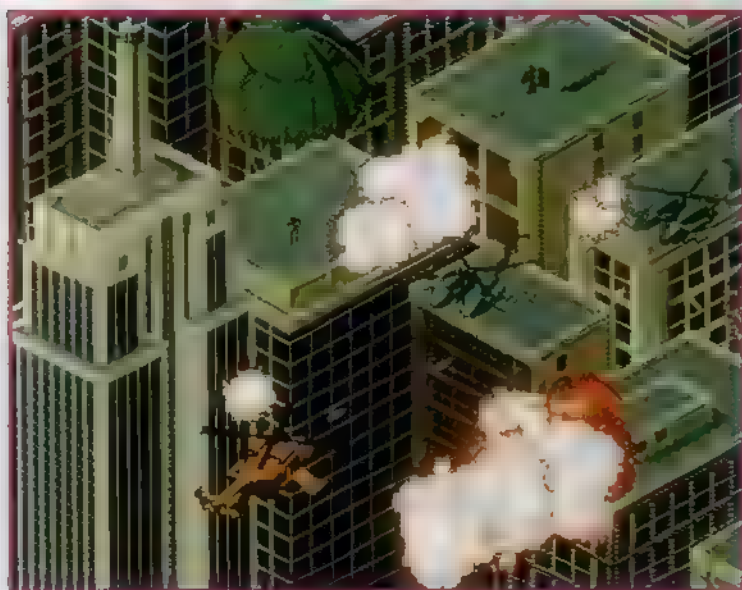
Newsound: Garry Penn.



Richard Tyler making use of his sticky hands.

IT'S AN URBAN JUNGLE OUT THERE

EA'S CHINA TANK TAKES TO THE STREET



EA's premier attack-helicopter action game series continues with the release of *Urban Strike* this month.

EA's premier attack-helicopter action game series continues with the release of *Urban Strike* this month.

Following on from the highly-successful *Desert Strike* and *Jungle Strike* the new game moves the action a few years into the future (2001 to be precise) and into a new environment - the city.

As usual you command a series of highly-advanced, heavily-armoured offensive vehicles - two choppers and a GAV (ground assault vehicle) - and have a mission to complete. In this case an evil media mogul about to unleash a huge arsenal of high-tech weaponry against the United States.

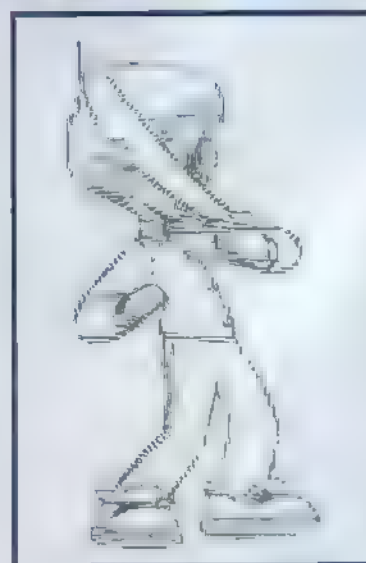
Urban Strike features 10 challenging levels, all of which feature excellent new graphics, not to mention the odd real-life landmark, such as New York's World Trade Centre and San Francisco's Alcatraz prison. Included in the 10 campaigns are 60 different sub-missions, such as rescuing drowning victims of a sinking cruise liner and defusing bombs planted on the Golden Gate Bridge.

New features packed into the game include the option to leave your vehicle and fight the enemy close-up, timed sequences, the ability to carry and drop items by winch and the use of smart bombs which cause destruction over a wide area.

Urban Strike is the biggest and most action-packed 'Strike' offering from EA yet. It's due out on the Mega Drive within a couple of weeks, priced at £44.99.

TURN TO THE PAGEMASTER

A NEW FILM BECOMES A NEW GAME



All the animation frames for *The Pagemaster* were drawn by professional animators on paper then converted to the Mega Drive. This picture shows Richard Tyler before he's coloured in and shrunk to become a more 'playable' size.

Probe Software, previously responsible for converting *Alien 3* and *Mortal Kombat* to the console formats, are bringing *The Pagemaster*, the new film starring wunderkind MacCauley Caulkin, to life on the Mega Drive.

In the film, Caulkin plays Richard Tyler, a boy who's too safe for his own good. He's worried about the possibility of accidents, not just in and around the home, but around the world (like earthquakes and nuclear strikes). However, little does he know that an adventure awaits in the strange illustrated world of *The Pagemaster* (played by Christopher Lloyd, perhaps best known for his role as Doctor Emmet Brown in the *Back To The Future* films).

The film mixes live action with animation, with Richard exploring



three different domains - Horror, Adventure and Fantasy - and meeting famous fictional characters such as Mr Hyde, Frankenstein's Monster, Long John Silver and The Big Bad Wolf.

In the game dozens of platform-heavy levels are split into three stages, with secret areas to discover and a 3D bonus section, which sees Richard flying on a book, avoiding pillars and collecting items for points.

Richard's repertoire of movements is extensive, and at his disposal are special effects such as Magic Shoes, Eyeballs, Fairy Dust and Sticky Hands (which allow him to push himself along ceilings). He can even pick up



and throw various objects to help him on his way. The soundtrack features speech taken straight from dialogue recordings made for the film.

The Pagemaster film opens in the UK on 4th December, with the Mega Drive version of the game appearing from Sega around the same time.

BUILD YOUR OWN FUN

THEME PARK IS COMING TO THE MEGA DRIVE



Getting bored with all those white-knuckle rides? Fed up with losing your lunch on the roller-coaster or going round in circles on the Big Wheel? Time to get your own back with **Theme Park** from Bullfrog Productions.

Theme Park enables you to design and run your very own theme park. You get total control over every aspect of running the park from deciding which rides you want, fixing the prices, controlling the speed and the length of each ride, to controlling the amount of salt on the punters' chips and ice in their cola! There's also a strategy element in the game involving making your park profitable and ripe for later sale for serious spondooliks!

Theme Park has been causing a stir in computer versions for some time. Now Bullfrog are converting it to the Mega Drive. It will be distributed through Electronic Arts early in 1996. Sounds like fun.

SHORT BURSTS

ROUGH AND ALMOST READY

Any idea what US Gold's **Rough Racer** might be about? Sure, it's a racing simulation which is intended to be a little rougher than the rest. But did you guess that it features more than 50 different courses spread over eight locations around the world? You did? Well, there's no way you could know that the competition takes place day and night (with headlights used to illuminate the way) and even sometimes around icy tracks. Are you also aware that **Rough Racer** is released on the Mega Drive and the Game Gear at the end of this year? Well, you are now!

WHERE ARE THEY NOW?

For those of you who may be wondering what happened to all those interesting sounding Virgin releases mentioned in **STC** over the past six months, here are some answers:

- The gambling simulation **Casino's Palace** for the Game Gear has been released in America but has been put on hold in the UK.

- **World II: Heart Of The Action** for the Mega-CD has

experienced a few delays but it's definitely still on the way (only a new release date has yet to be set).

- **Terminator** for the Mega-CD has also been subject to a problem or two. Most notably a duplication error, but it should be available by the time you read this.

- **Spot Goes To Hollywood**, the third **Cool Spot** release to come from Virgin, still uses an isometric perspective viewpoint, but, unfortunately, it's grown too big for the standard Mega Drive and is now in development solely for the Mega Drive 32X (and, no doubt, the Saturn).

- Finally, the ruff 'n' roll **Rock 'n' Roll Racing** is nearing completion for a release on the Mega Drive before the end of this year - stay tuned for more details.

QUESTION TIME

Not that we want to worry you, but lately there's been a lot of talk in the industry of cartridge sales (for all consoles) not being as healthy as they used to be. Is it because the players are growing tired of the same old stories being dressed up in new clothes? Is it the absence of value for money? Or is the ever-nearing imminent arrival of the next generation of consoles holding everyone back? **STC** is interested to hear your feedback - any ideas?

NEW
SERIES

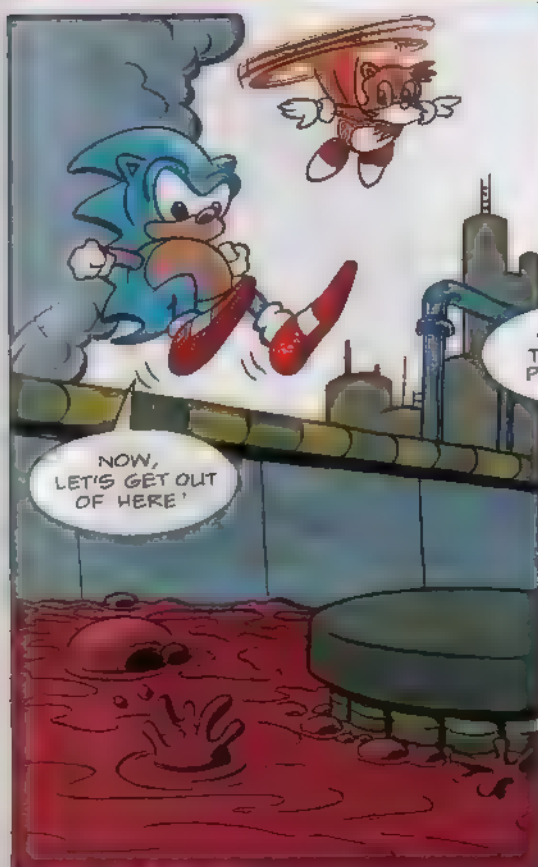
Tails Zonerunner & The Flock

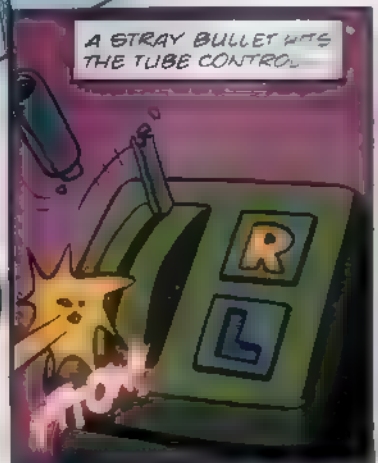
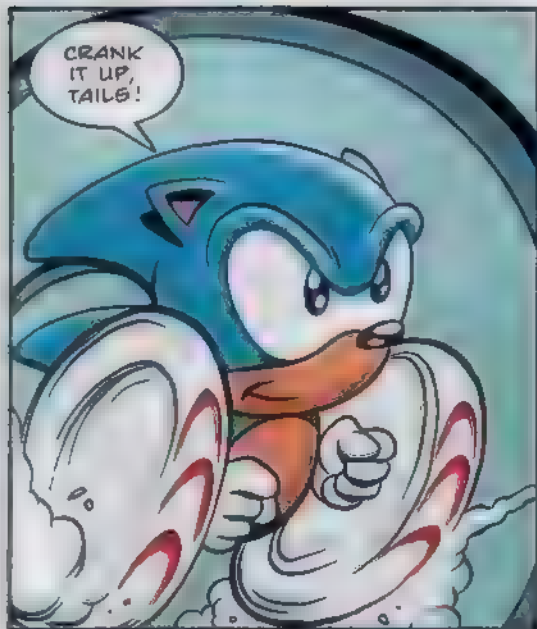
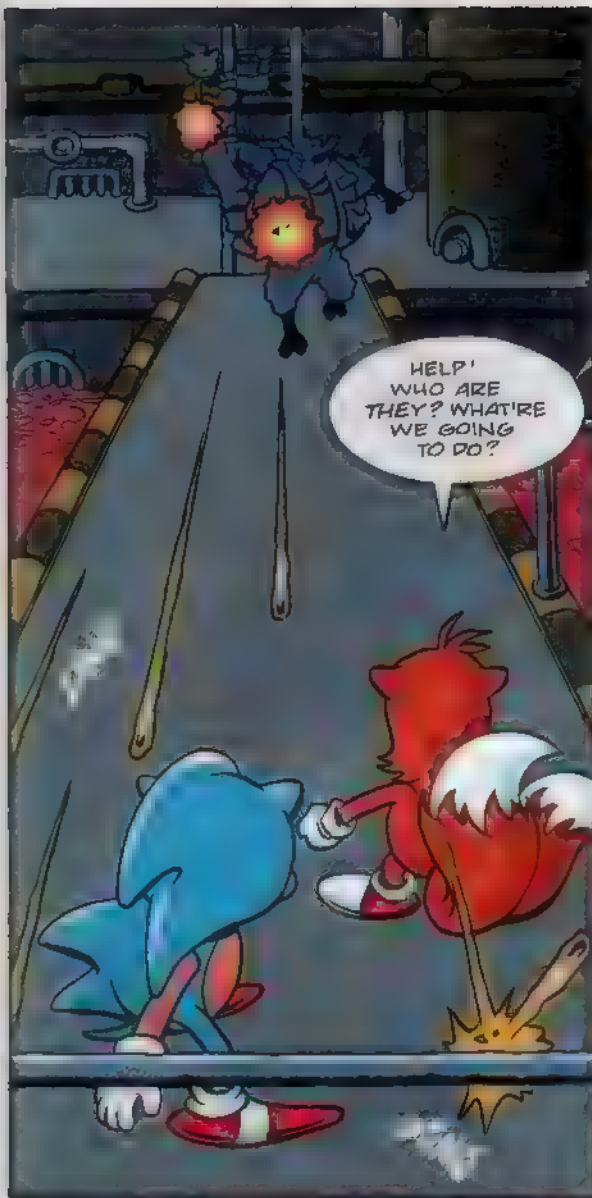
PAGE 1

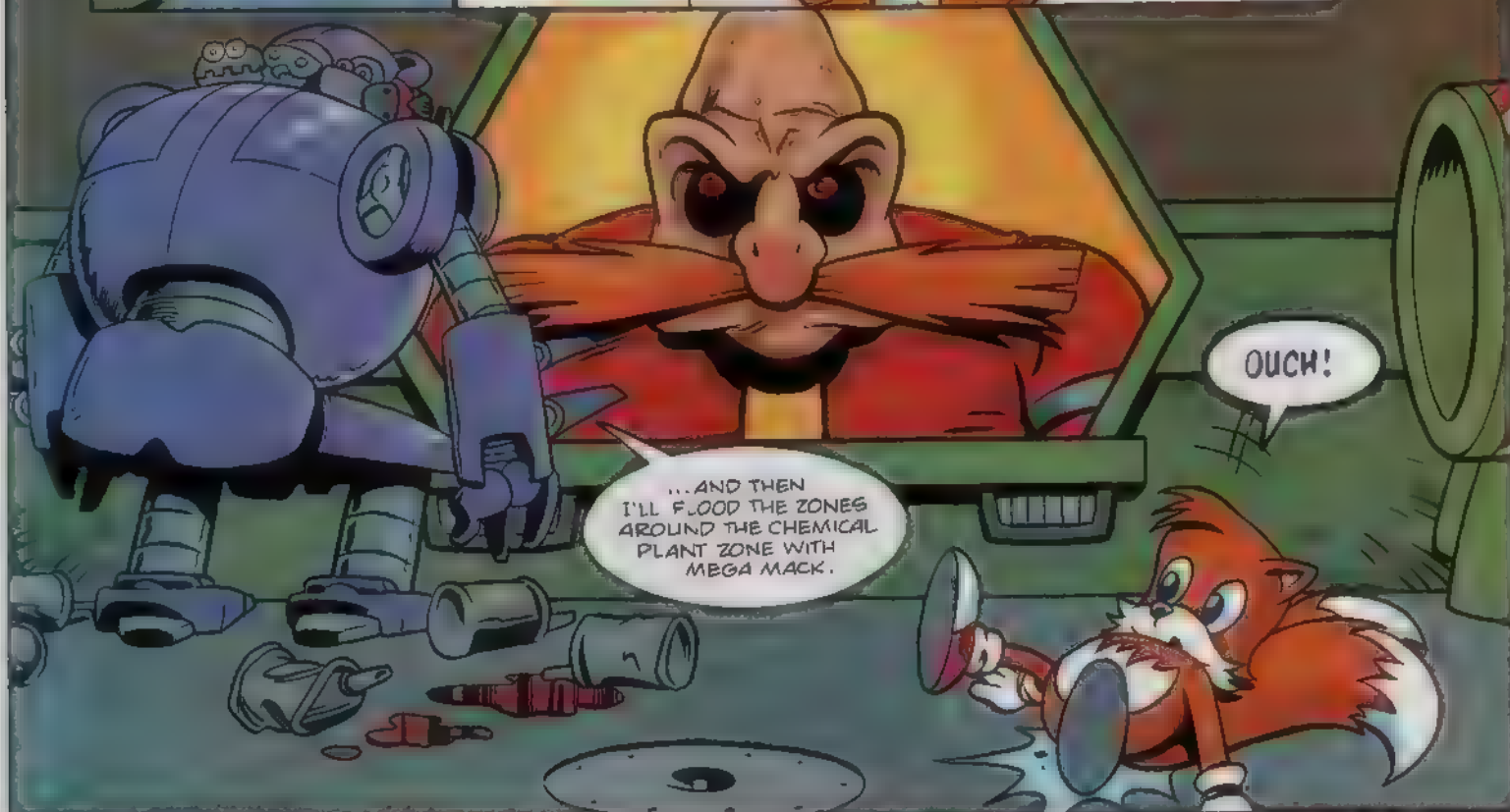
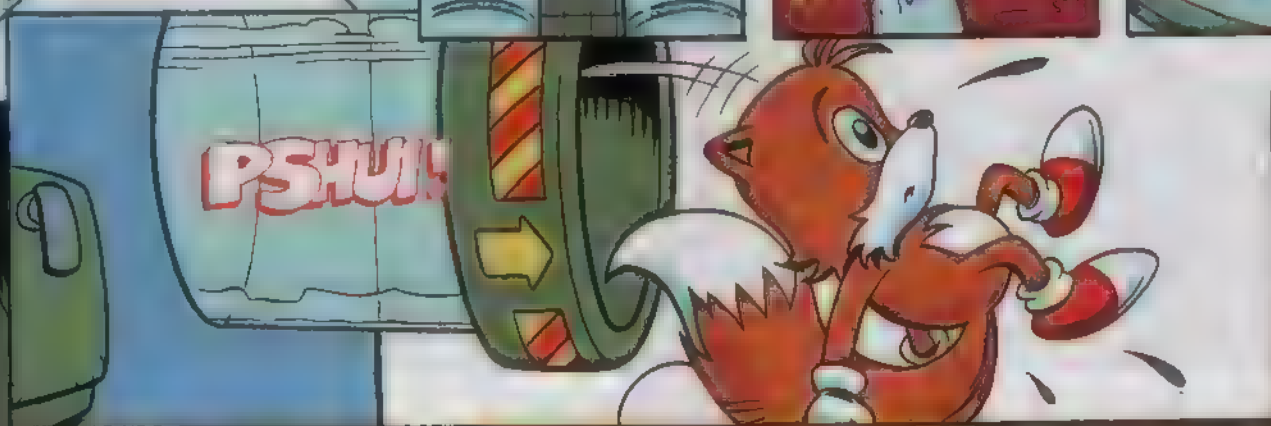
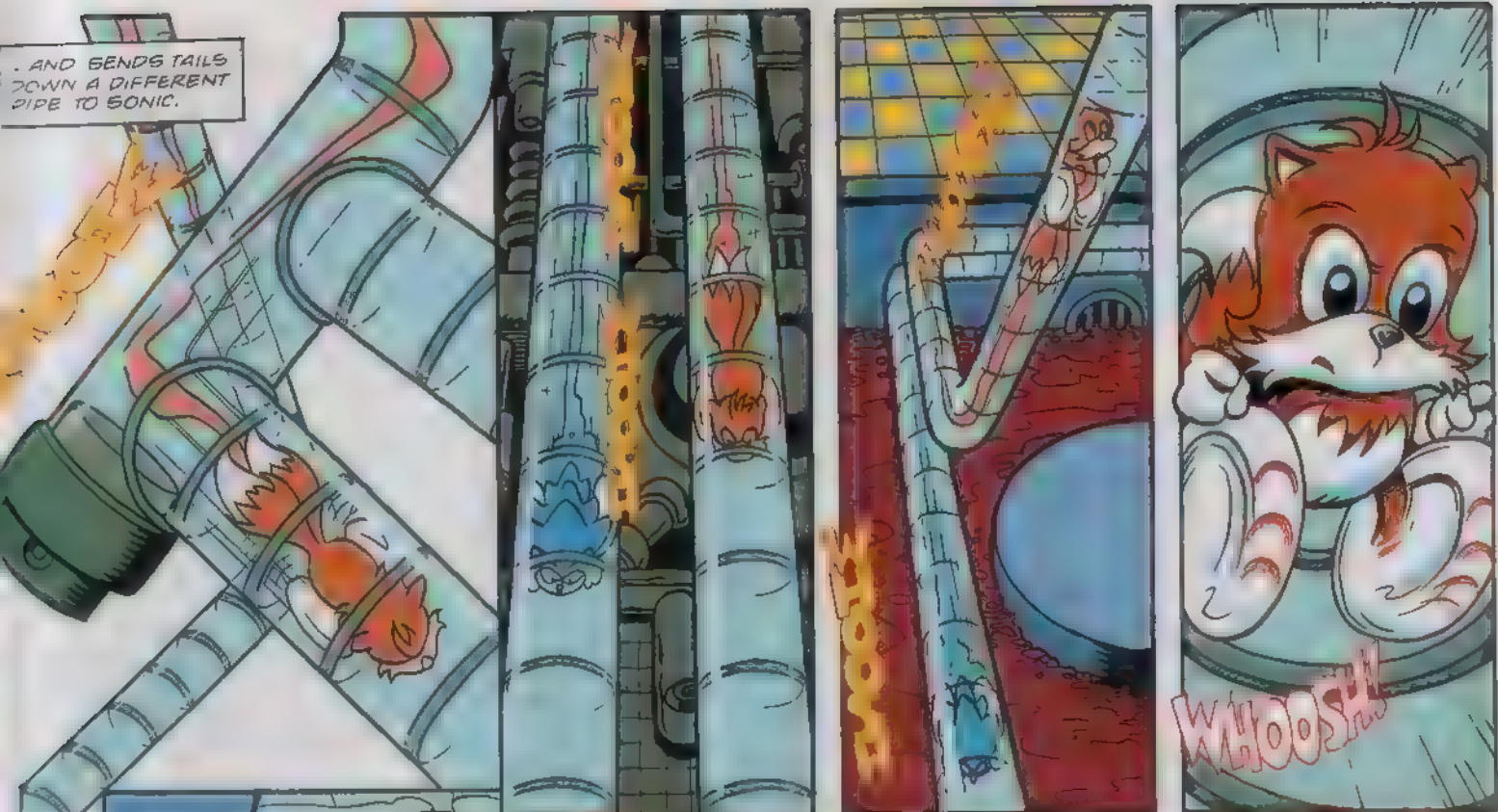
Script: Mark Wyles
Art: Roberto Gerson
Lettering: Mike Pelt

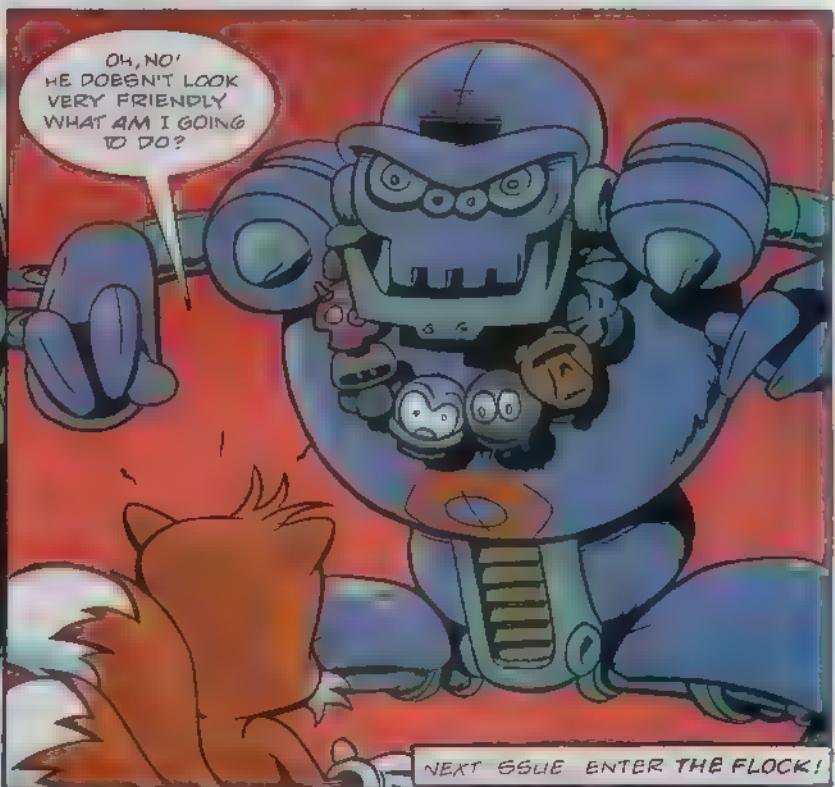
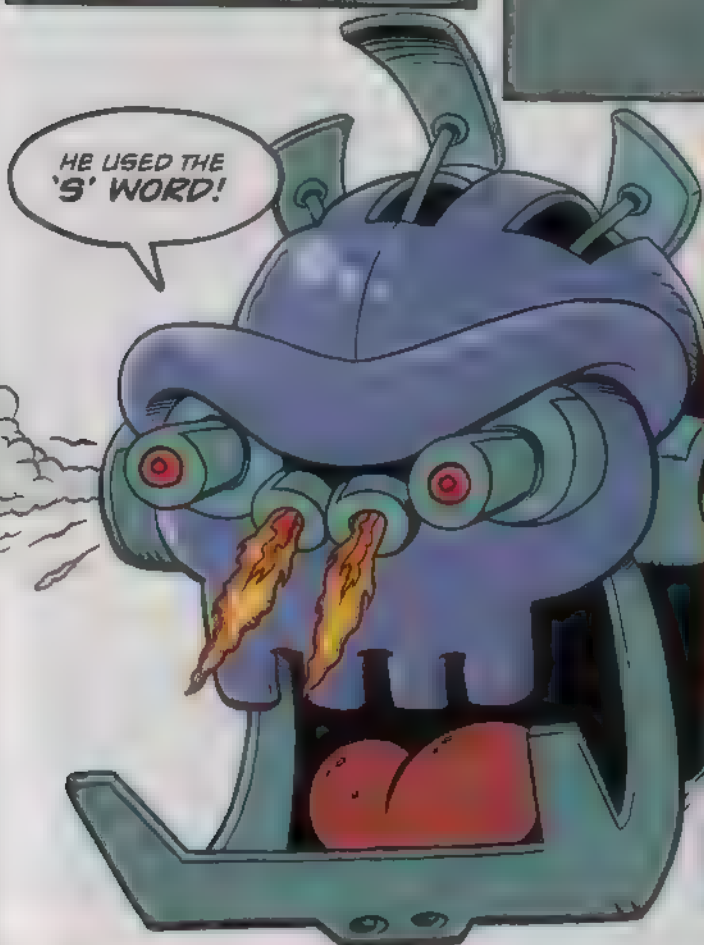
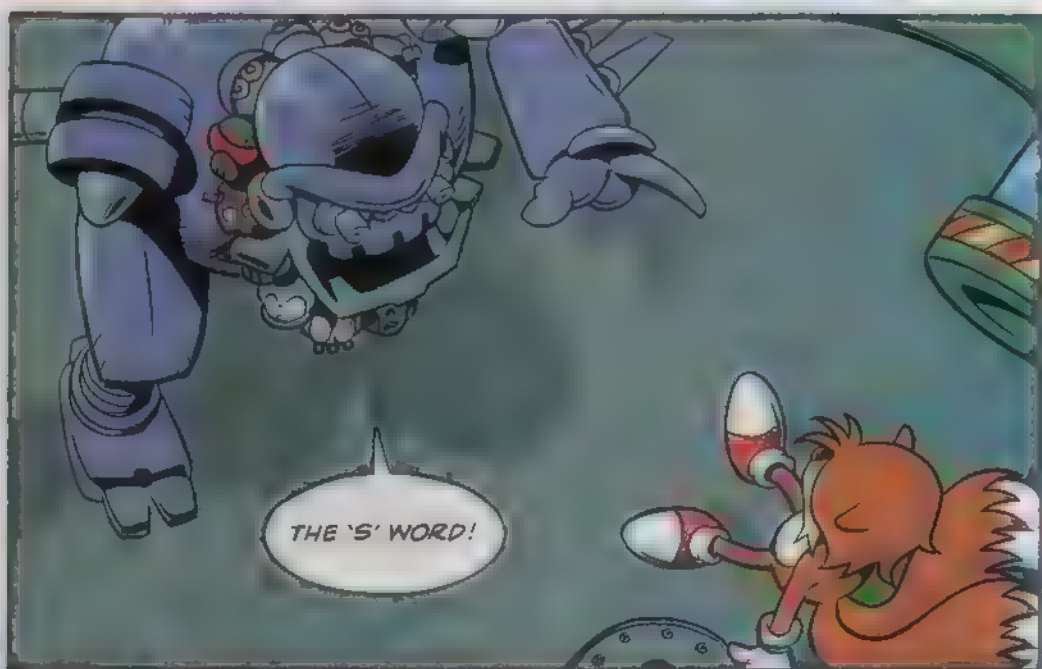
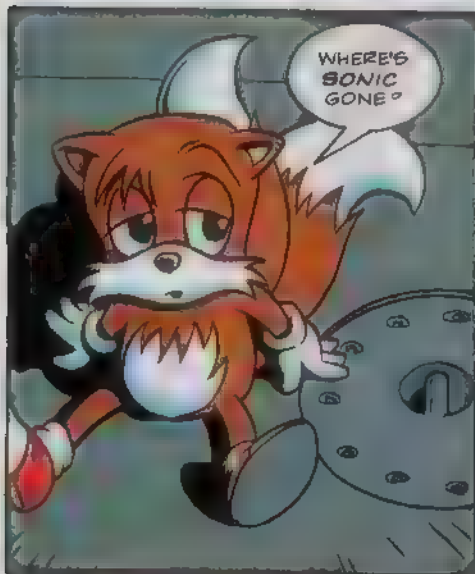
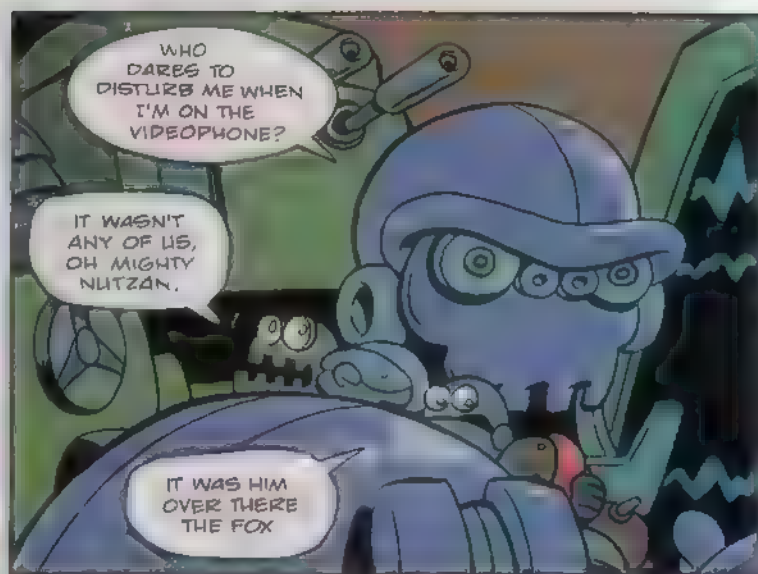
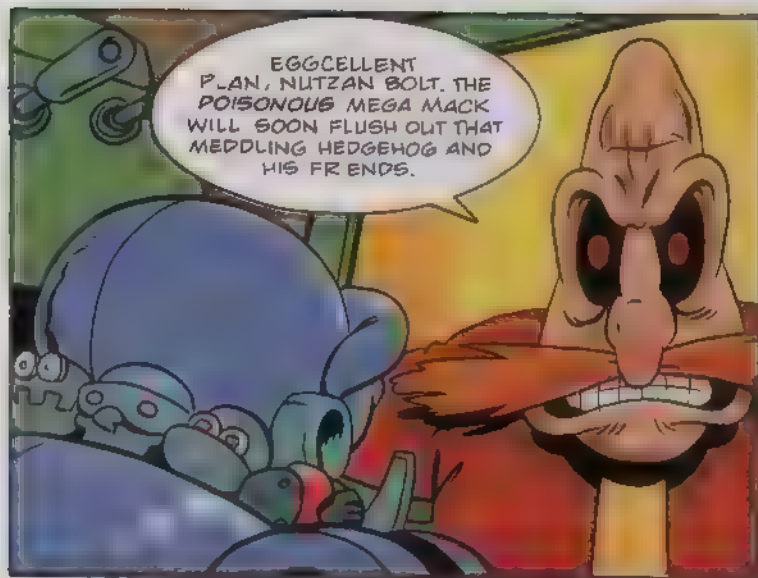
CHEMICAL PLANT ZONE,
PLANET MOBIUS

THAT'LL
SLOW DOWN
ROBOTNIK!







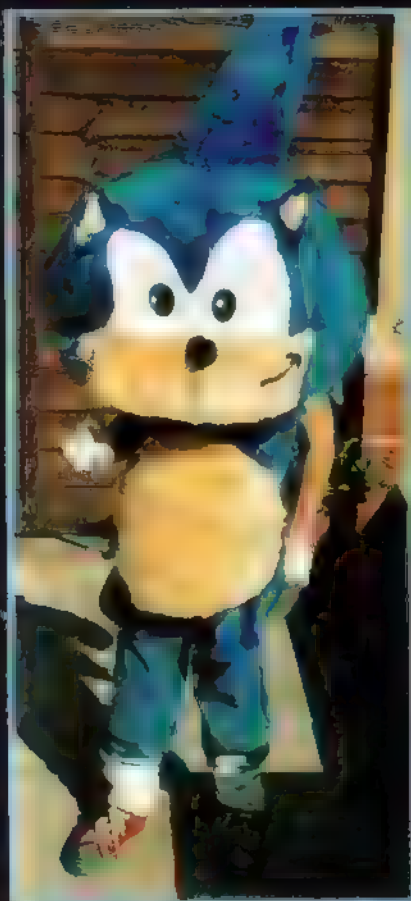


NEXT ISSUE ENTER THE FLOCK!

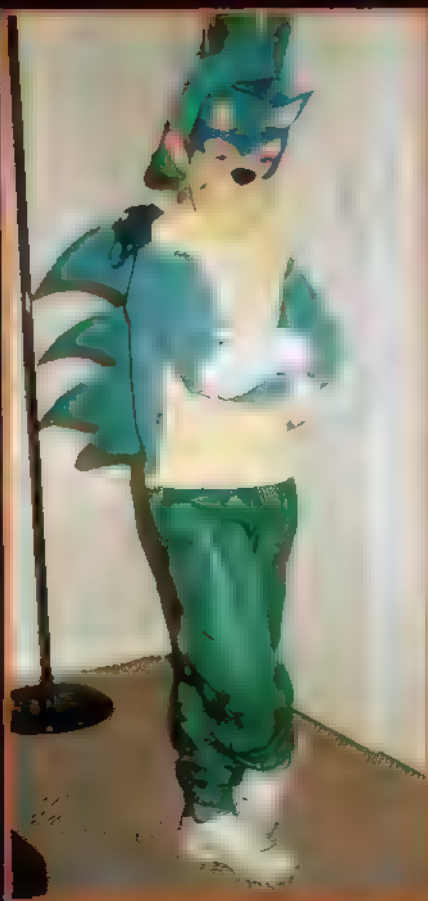
PHOTO

Zone

After another positive response to the Sonic Badge Zone, here's another Sonic Badge Contest for all you speedy fans. Once again the following super happy Beomers will each receive an original, classic B/D badge, not seen elsewhere. Go on!



Oliver Lysett, Wotton, W Midlands, MD owner.
Sonic Badge Winner.



Alexander Sofron, East Molesey, Surrey, SG/MS owner.
Sonic Badge Winner.



Hannah Murray, Bridlington, E Yorkshire.
Sonic Badge Winner.



Antony Whitten, Newark, Nottinghamshire.
MD/MS owner.
(Sonic drawn by Antony's mum).
Sonic Badge Winner.

Q Zone

Q Zone's in-depth solution for **Sonic 3** on the Mega Drive continues. Your guide, Vincent Low once again provides the low down on the latest and greatest Sonic adventure yet.

SONIC Solved

SONIC 3 PART 2 - THE ZONES CONT'D

CARNIVAL NIGHT

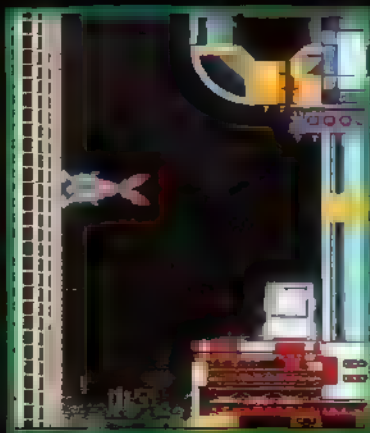
Things to look out for:-

- Balloons.
- Ridge Bumpers.
- Bumpers.
- Candy Stick.
- Giant rotating mesh columns.
- Flame Carriers.
- Dropping Platform.
- Coil.

Things to watch out for:-

- Batbots.
- Clammers.
- Blasters.

There are masses of bumpers to kick Sonic around, thermal columns and platforms to carry him, and even a dropping platform that you have to jump off in order to make it rise again! Bounce off balloons to reach the higher places holding hidden TVs and rings.



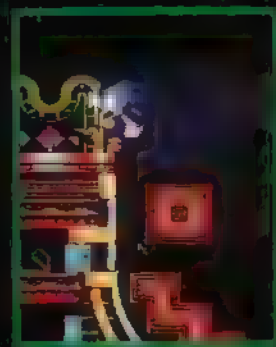
This act incorporates much of the previous act's elements:

Things to look out for:-

- Ridge Bumpers.
- Large Cannon (Sonic-Shooting).
- Switch.
- Thermal Plates.
- Anti-Grav platforms.

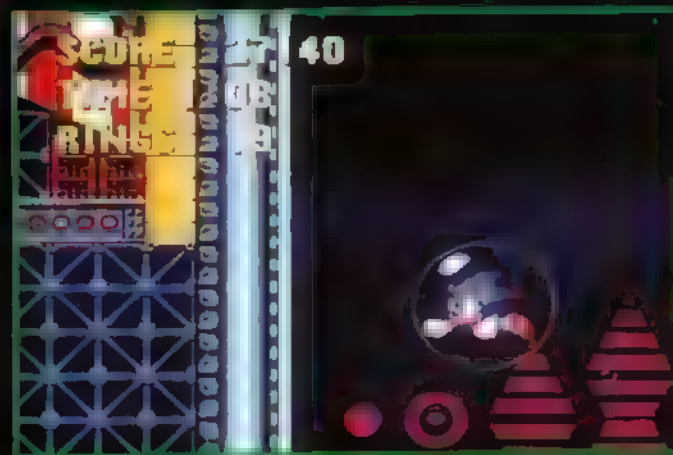
Things to watch out for:-

- Batbots.
- Spinning platforms.
- Knuckles.



Horizontally stacked accelerators kick Sonic up to even faster speeds. The 'candy stick' columns help him on his downward and upward runs, whilst bumpers make life that bit tougher. Use the Star Posts to get to the 'Gumball Machine' Bonus Round where you can rack up extra lives and shields.

If Sonic lands in one of the large cannons it will throw him in almost any direction. The real dangers are the bats, exploding canisters and moving blocks that crush you. There is a Bonus Round in this act, cunningly concealed in the left wall next to the cannon. Of the three TVs you find there, be careful of the gap in the floor beneath the middle one!



ICECAP ZONE

ACT 1 & 2

Dig out those thermals and prepare to enter the Icecap Zone! This zone contains basically the same items in both acts, which we'll cover in this section.

Things to look out for:-

- Spring-loaded drums.
- Swing Lifts.
- Ice Blocks.
- Spring Boards.
- Spring Drums.



Things to watch out for:-

- Star Pointers.
- Penguinators.
- Springs.
- Snow falls.
- Ice Pillars.
- Snow Ledge.
- Ramming Pillar.
- Staactites.
- Ice Blaster



Both acts have Sonic and Tails a-slippin' and a-slidin' around, so you'll need a steady hand on the joypad. You may get the impression that there aren't that many obstacles to overcome. However, don't be deceived as those you do find are very tricky and timing is crucial!

The Ice Blasters are fiendish, and the upward swinging Swing Lifts which Sonic needs to get to the next platforms are awkward and require practice. Avoid them by running right and hoping for the best!

You have to learn some new timings for the spring-loaded drums but remember ... avoid those Penguinators as they keep coming back!



LAUNCH BASE

ACT 2

The items encountered in Launch Base are very similar to those within the Jeeop Zone. However, Act 2 has more Robotnik TVs to avoid, and more TV power-ups to collect in the form of Water and Fire shields. Act 2 also has faster and longer sections to complete.

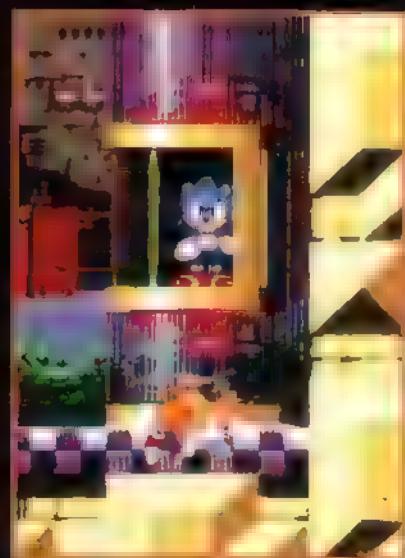
Both are seriously heavy rounds so you really have to earn those points — never mind trying to keep Sonic unharmed!

Things to look out for:-

- Overhead Swing.
- Rotating Gold Cups.
- Catapult Levers.
- Floating Platforms.
- Travelators.
- Tubes.

Things to watch out for:-

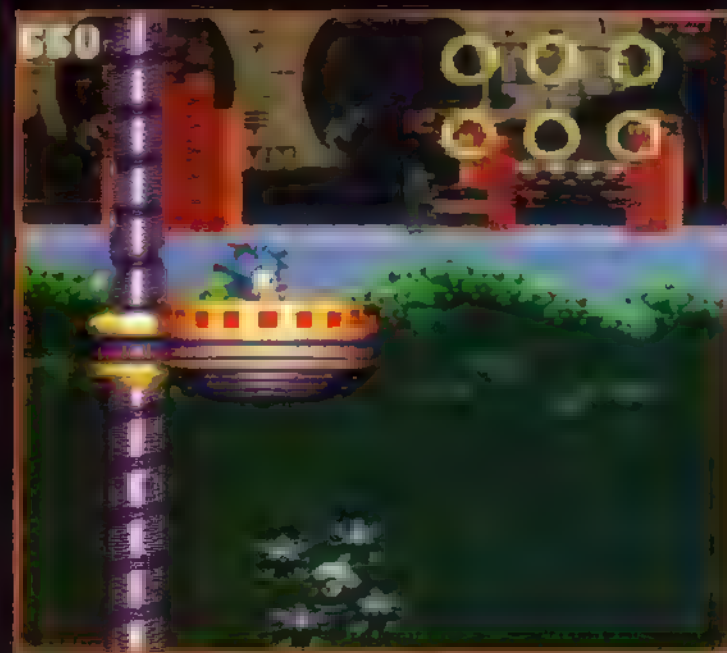
- Flybots.
- Ribots (two types).
- Orbinauts.
- Snail Blasters.
- Corkey.
- Overhead Lasers.
- Flame walls.
- Rotating Red Sirens.
- Rotating Magnetic Drums.



Launch Base can best be described as extremely hazardous to your health! You are faced with a heavy duty line-up of spikes, Flybot homing birds, flame throwers and ball-swinging Ribots!

Take your time and carefully evaluate all the items around you. Try to take them out, or — if your nerves can take this — jump over or run past them.

Some of the worst combos come on the huge magnetic rotating drums which have spiked orbs in the middle and under them. They are mixed with springs and flame throwers to give a dangerously painful combo. Soomen, you have been warned!



NEXT How to beat the Bosses

FRANK N. STEIN (VOTED BEST
MAD SCIENTIST 1993) IS ABOUT
TO PERFORM DELICATE BRAIN
SURGERY ON CHUCK WHEN

Decap Attack

WHO KILLED
CHUCK?

WE'VE
GOT A
VISITOR.
IT'S A
COP

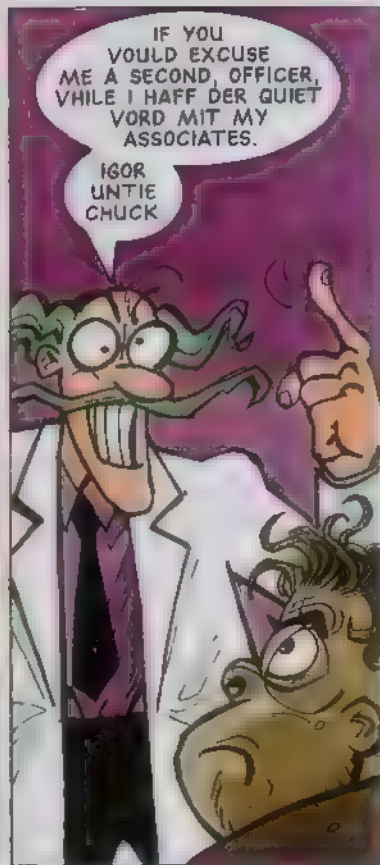


THIS WAS
THE LAST HOUSE
HE WAS DUE TO VISIT
ON THE DAY HE
VANISHED.



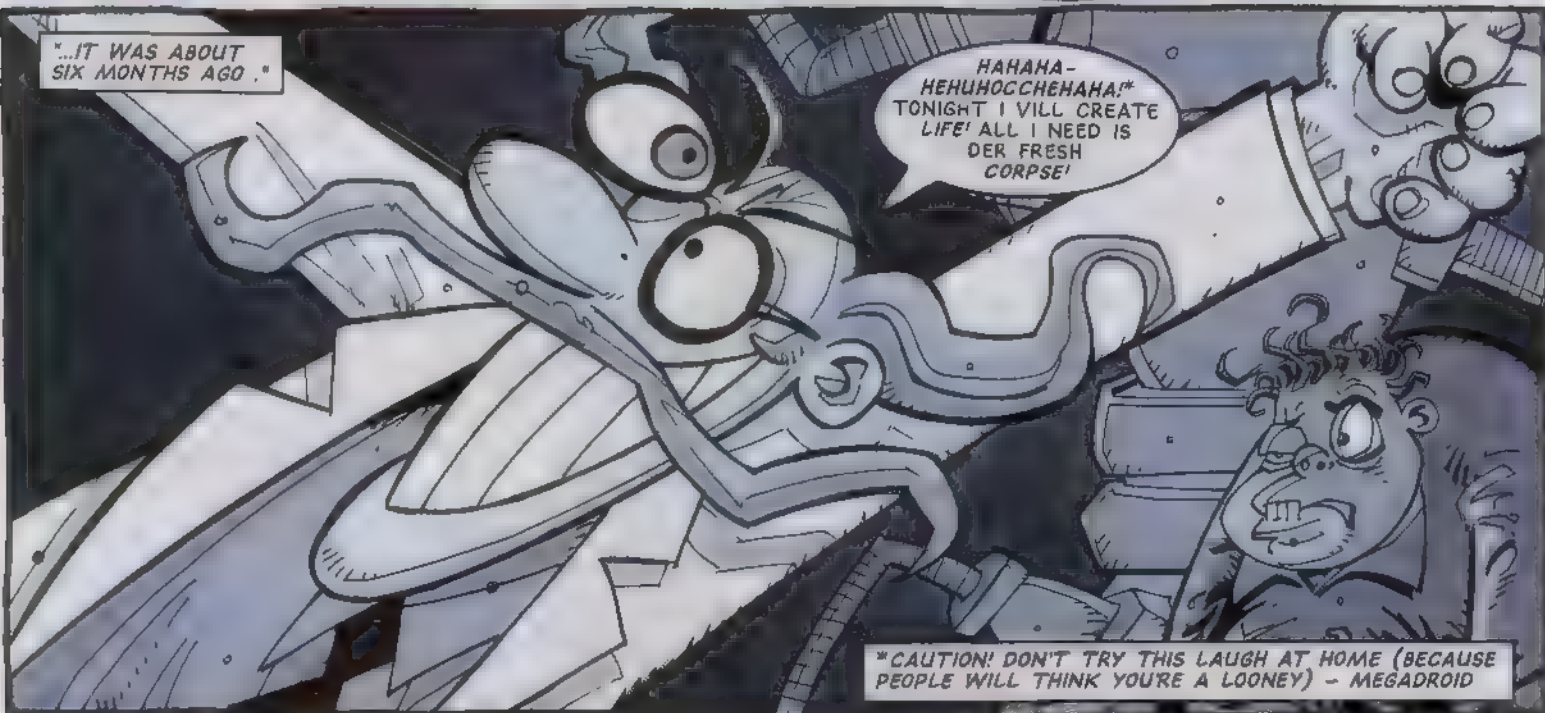
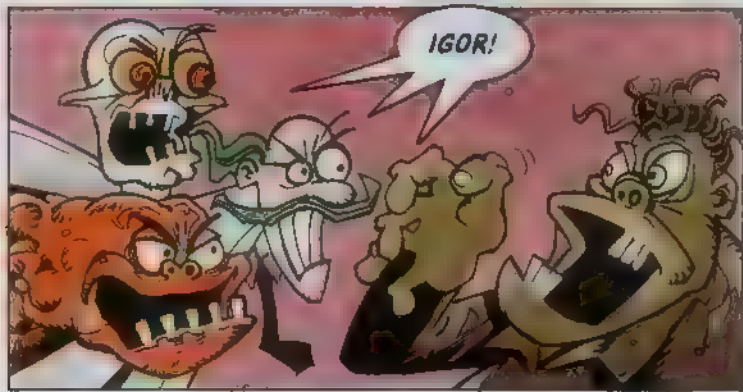
HERE'S HIS
PICTURE LOOK
FAMILIAR?

Y'KNOW,
PAL, I CAN
SMELL A KILLER...
IT'S A KNACK
I HAVE



IF YOU
VOULD EXCUSE
ME A SECOND, OFFICER,
VHILE I HAFF DER QUIET
VORD MIT MY
ASSOCIATES.

IGOR
UNTIE
CHUCK



Bing Bong

NOW
WHAT KIND
OF IDIOT WOULD
COME CALLING ON
A NIGHT LIKE
THIS..?

GOOD
EVENING SIR, DO
YOU HAVE ANY PLANS
TO IMPROVE YOUR
PROPERTY?

OH, NO!
A DOUBLE
GLAZING
SALES-
MAN!

BOG OFF!

YOU HAVE
BEEN SELECTED
FROM THOUSANDS TO
RECEIVE A MASSIVE
85% DISCOUNT!

WE OFFER A
FREE, NO-OBLIGATION
ESTIMATE...

MAKE
SURE IT'S A
FRESH ONE HE
SAYS...

A...
FRESH
ONE...

WELL
YOU'D BETTER
COME IN... YOU'LL
CATCH YOUR DEATH
STANDING OUT
HERE!



SPEEDLINES



Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: **Speedlines, Sonic The Comic**, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Prizes to be despatched within approximately 28 days of publication. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

KNUCKLES...



Kn-Kn-Kn-Knuckles!

Nicky Helwea-Larsen, Amersham, Bucks.
MD owner.

Sonic Water Fun Game Winner.

Guess What?

Dear Megadroid,

I, along with many other Boomers, thought the free tattoos in STC 22 were brilliant. The puzzling thing is what on Mobius does 'HWA' mean?

Anthony Crook, Daryhulme, Manchester.
MD owner.

Sonic Water Fun Game Winner.



Mmm, let's see Anthony — Horribly Wet Armpits? Huge Wide Area? Or could it be Hedgehog With Attitude?



Sonya, 'Tails' latest girlfriend. Does Aimee know about this? (see 'Lonely Hearts' below).

Paul Burrows, Hindhead, Surrey.
GG/MD/MS owner.

Sonic Water Fun Game Winner.

Lonely Hearts

Dear STC,

If Tails ever wants a girlfriend then I am the one to ask as I fell in love with him at first sight! Please ask Tails to get in touch with me if he'd like to see a photo first.

Aimee Coleman, Mappenley, Nottingham.
Sonic Water Fun Game Winner.



First? Shouldn't you at least stick to your own species, Aimee?

Bad & The Ugly

Dear STC,

Although I like Sonic and Tails, my favourite character has to be Doctor Robotnik. Don't get me wrong, but there's nothing quite like a good old baddie!

Neil Hollands, Southfleet, Kent. MD owner.
Sonic Water Fun Game Winner.



You'd be sure to get on with the humes who think they're in charge then Neil.

Sonic The Tonic

Dear STC,

The worst thing about being in hospital is they don't sell STC and the food is horrible, so please send me a prize and cheer me up. I'm looking forward to seeing Knuckles in his own strip. Keep up the good work.

Jason Griffiths, Liverpool, Merseyside.
Sonic Water Fun Game Winner.



Then look forward to STC 39, Jason, when our mega new Knuckles strip will have you in stitches.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's well!

The Sonic Water Fun Game is just part of a range of magnificent Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



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DATA STRIP

Fill in & send to:
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London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK.....

.....

would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 35

OF **STC?**

%

